

100

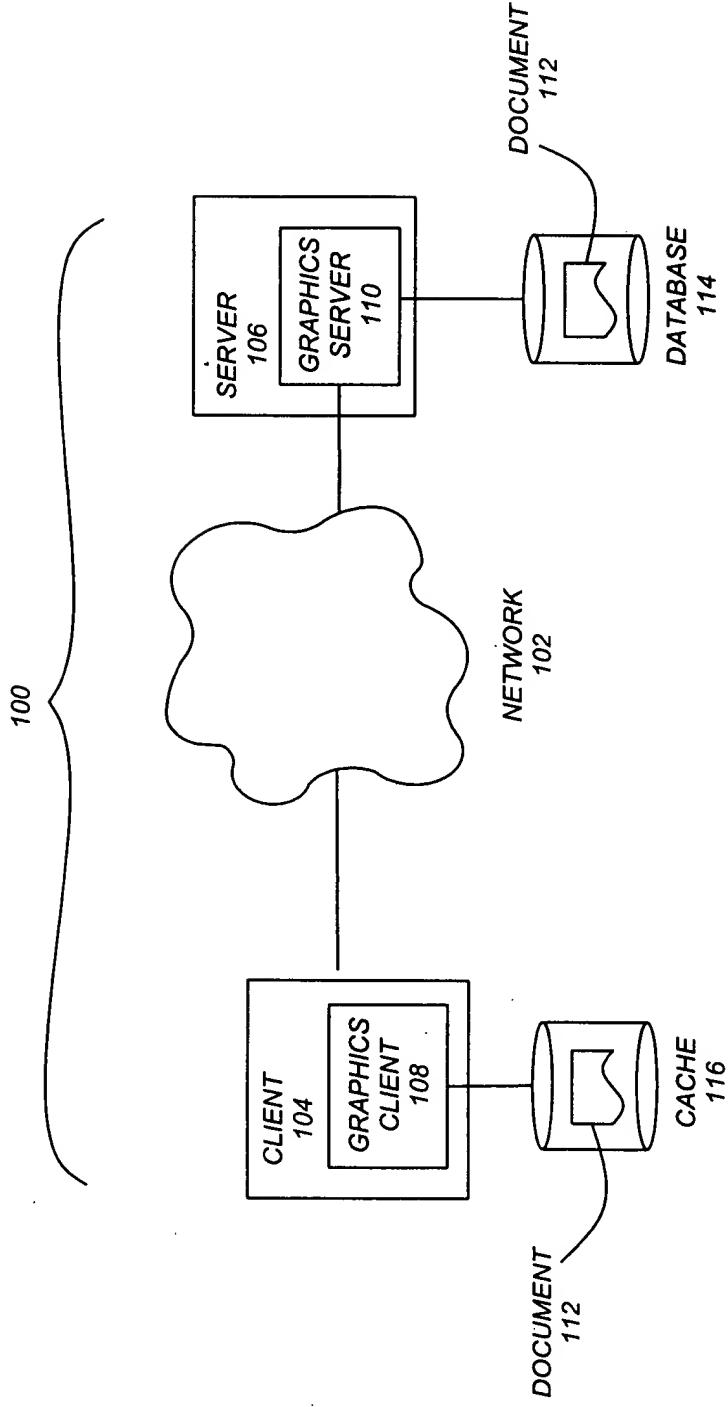


FIG. 1

open access to the system's resources. The system includes a graphics client, a graphical user interface, a graphics engine, a database, and a cache.

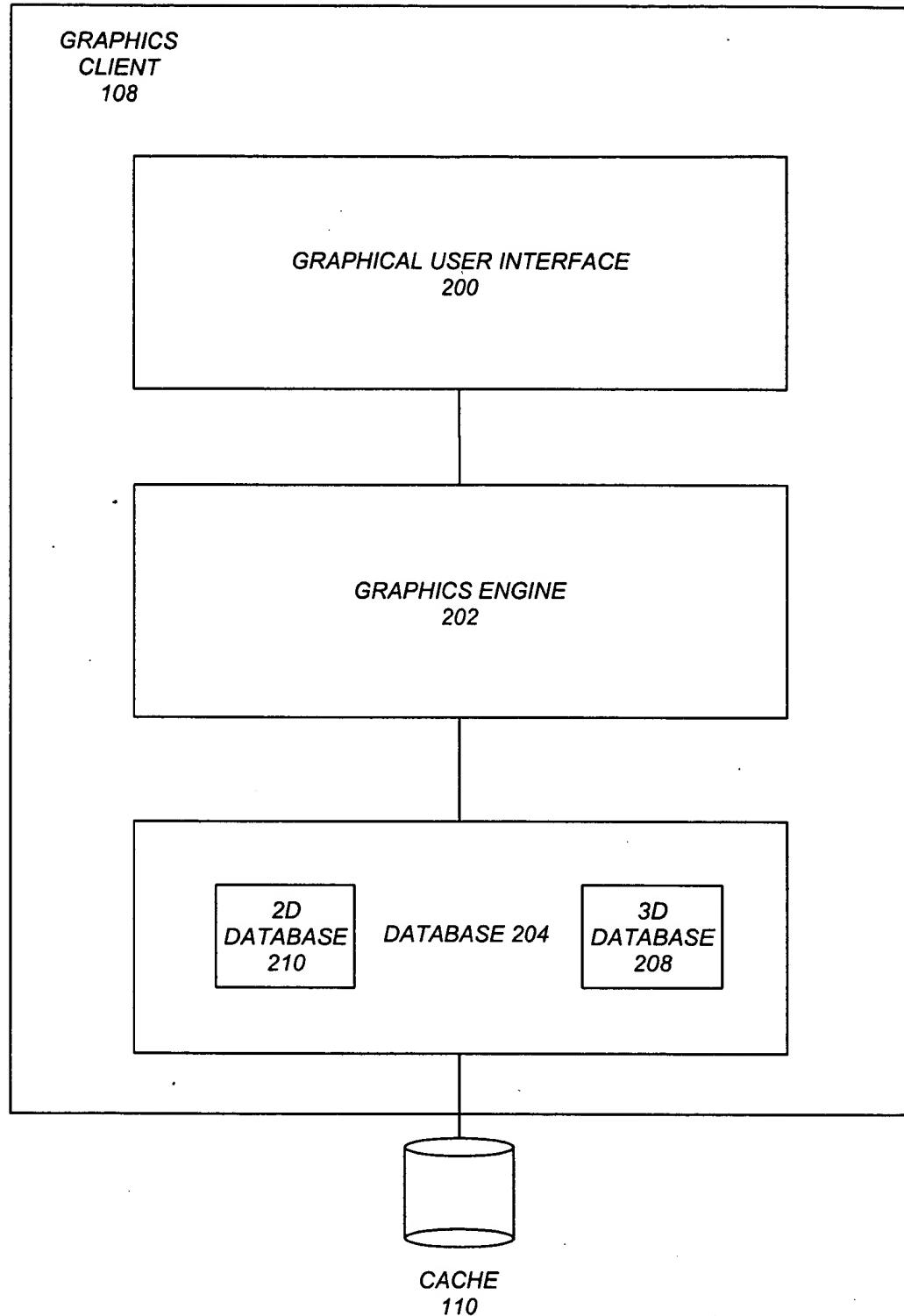


FIG. 2

3D DATABASE
208

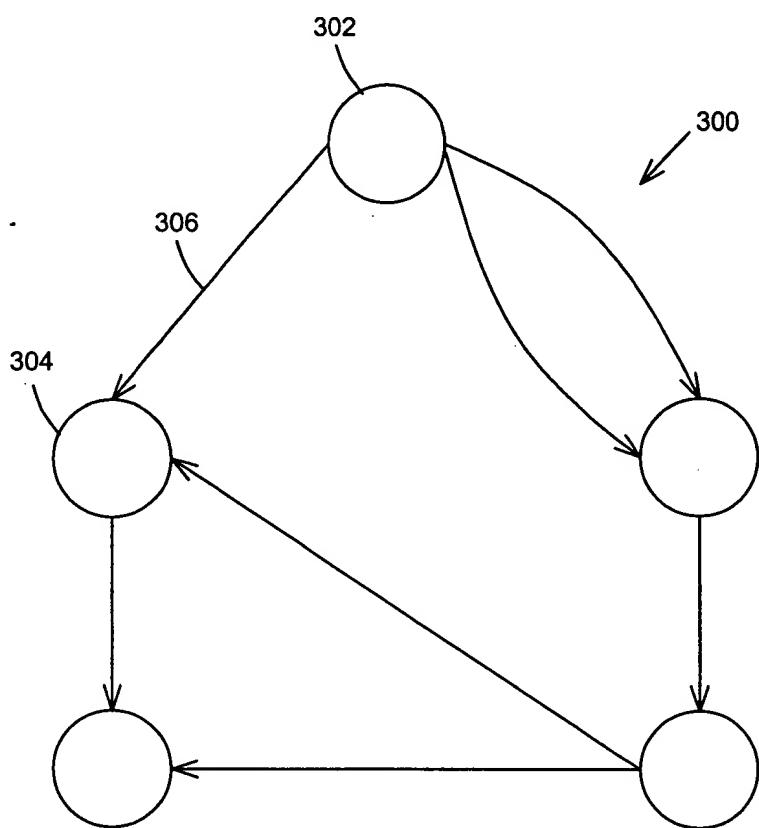


FIG. 3

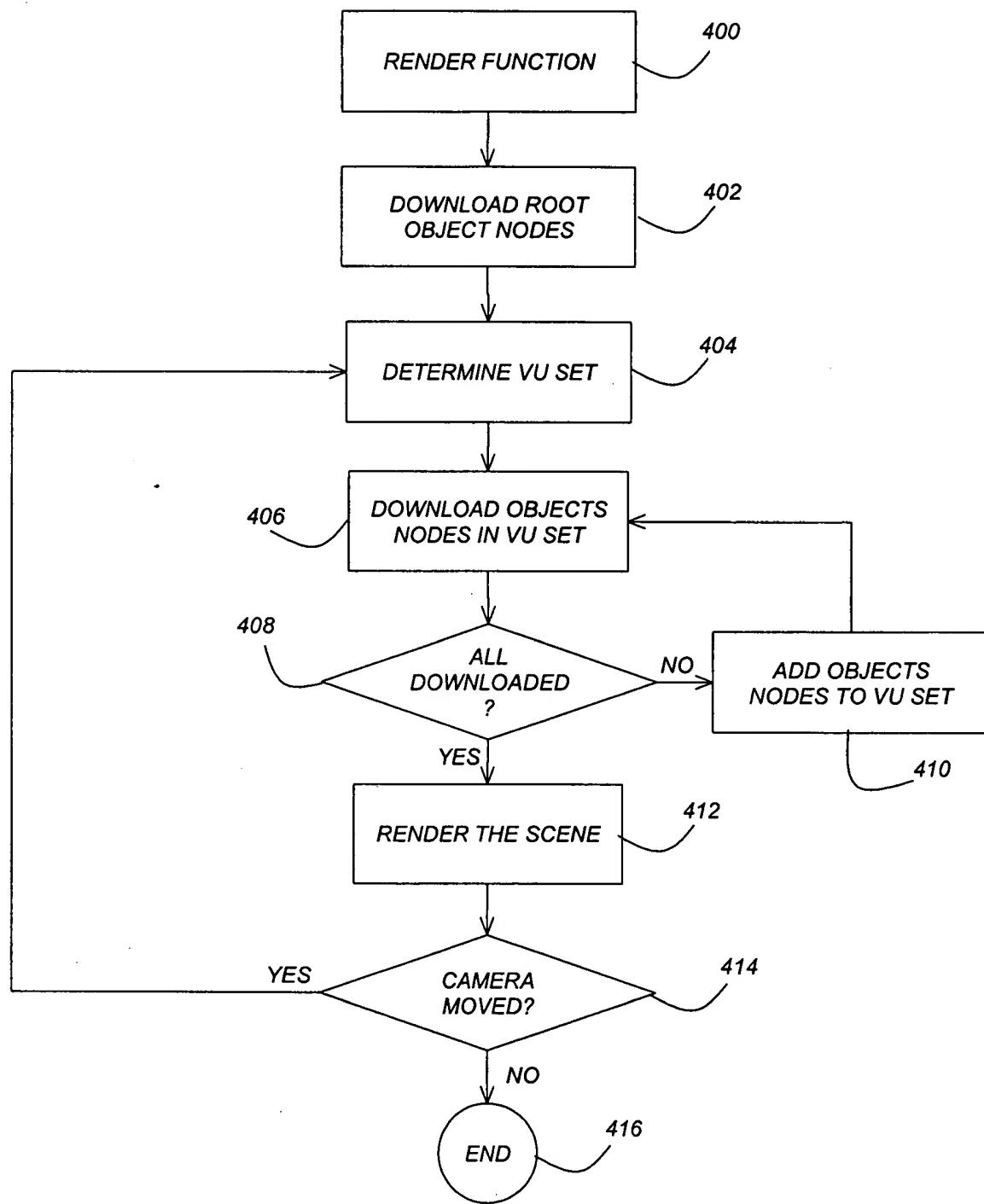


FIG. 4